IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1   1.   (Currently Amended) A method for processing referenced objects,

2   comprising:

3   referencing an object by selected indicia <u>defining a location of the object on a</u>

4   <u>network</u>, the selected indicia being a globally-unique <u>network</u> identifier or a globally-unique

5   <u>network</u> identifier and an object locator;

6   searching for the object <u>at the location defined by the selected indicia</u> <s>by the selected</s>

7   <s>indicia</s>;

8   downloading the object <u>from the location defined by the selected indicia</u> <s>having the</s>

9   <s>selected indicia</s>;

10   analyzing the downloaded object to identify the selected indicia of the downloaded

11   object; and

12   capturing the object in persistent memory when the selected indicia is identified to

13   include a globally-unique <u>network</u> identifier.

1   2-4.   (Canceled)

1   5.   (Currently Amended) The method of claim 1 wherein the referencing of the

2   object is by a globally-unique <u>network</u> identifier.

1   6.   (Currently Amended) The method of claim 5 further comprising attempting to

2   find the object resident in the presentation device using a globally-unique <u>network</u> identifier.

1   7.   (Currently Amended) The method of claim 6 further comprising searching for

2   the resource inline in a resource group in a print file when the search for a resident globally-

3   unique network identifier fails.

1   8.   (Currently Amended) The method of claim 7 further comprising downloading

2   and capturing the object by the globally-unique network identifier if the resource is found

3   inline in a resource group in the print file and the object is secure.

1   9.   (Currently Amended) The method of claim 1 wherein the referencing of the

2   object is by a globally-unique network identifier and an object locator.

1   10.   (Currently Amended) The method of claim 9 further comprising attempting to

2   find the object resident in the presentation device using a globally-unique network identifier.

1   11.   (Currently Amended) The method of claim 10 further comprising searching

2   for the resource inline in a resource group in a print file when the search for a resident

3   globally-unique network identifier fails.

1   12.   (Currently Amended) The method of claim 11 further comprising

2   downloading and capturing the object by the globally-unique network identifier if the

3   resource is found inline in a resource group in the print file and the object is secure.

1   13.   (Original)   The method of claim 11 further comprising looking for the

2   object in a resource library by object locator when the inline search is unsuccessful.

1   14.   (Currently Amended) The method of claim 13 further comprising determining

2   whether the globally-unique <u>network</u> identifier assigned to the object matches the globally-

3   unique <u>network</u> identifier referenced.

1   15.   (Currently Amended) The method of claim 14 further comprising

2   downloading and capturing the object by the globally-unique <u>network</u> identifier if the

3   globally-unique <u>network</u> identifier assigned to the object matches the globally-unique

4   <u>network</u> identifier referenced.

1   16.   (Currently Amended) The method of claim 14 further comprising indicating

2   an error if the globally-unique <u>network</u> identifier assigned to the object does not match the

3   globally-unique identifier <u>network</u> referenced.

1   17.   (Currently Amended) The method of claim 14 further comprising indicating

2   an error if the object does not contain a globally-unique <u>network</u> identifier.

1   18.   (Canceled)

1   19.   (Withdrawn)   A object data structure of a data stream for referencing and

2   identifying presentation objects, the object data structure including a globally-unique

3   identifier assigned to a presentation object, the globally-unique identifier providing integrity

4   to object identification.

1   20.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier assigned to the object allows the object to be securely referenced for re-use.

1   21.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier assigned to the object is platform-independent.

1   22.   (Withdrawn)   The data structure of claim 19 wherein the data stream is a

2   Mixed Object Document Content Architecture data stream.

1   23.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier comprises a date and time stamp.

1   24.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier comprises a checksum value.

1   25.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier comprises a binary counter.

1   26.   (Currently Amended) An article of manufacture comprising a program

2   storage medium readable by a computer, the medium tangibly embodying one or more

3   programs of instructions executable by the computer to perform a method for processing

4   referenced objects, the method comprising:

5   referencing an object by selected indicia <u>defining a location of the object on a</u>

6   <u>network</u>, the selected indicia being a globally-unique <u>network</u> identifier or a globally-unique

7   <u>network</u> identifier and an object locator;

8   searching for the object <u>at the location defined by the selected indicia</u> ~~by the selected~~

9   ~~indicia~~;

10   downloading the object <u>from the location defined by the selected indicia</u> ~~having the~~

11   ~~selected indicia~~;

12   analyzing the downloaded object to identify the selected indicia of the downloaded

13   object; and

14   capturing the object in persistent memory when the selected indicia is identified to

15   include a globally-unique <u>network</u> identifier.